



The TWILIGHT ZONE: The Shadow



FRAN
CAVIL
4AF.16
AFTERBASS

DYNAMITE #4

The TWILIGHT ZONE™ shadow

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ASSISTANT EDITOR **ANTHONY MARQUES**



THE STORY SO FAR...

After a raid on an American Nazi Camp, Margo Lane took The Shadow to task for his lack of mercy and restraint: Their argument was interrupted by an explosion and a mysterious chemical weapons attack, and the next thing Kent Allard knew he was waking up in the body of his alter-ego, Lamont Cranston. After seeing the world through Lamont's eyes, another jolt sent The Shadow to another face, another time... and suddenly he was Preston Springs, wunderkind actor and radio voice of the Shadow. Another jolt... and The Shadow found himself tasked with creating himself as a fictional pulp magazine character. A final jolt, and now he has seemingly returned to the "real" world, a captive of American Nazis, but with one foot still planted in... The Twilight Zone.

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YAPHANK, NEW YORK.
OCTOBER, 1939.

CAMP SIEGFRIED.
TWO AM.

A prison can be made of many things: shackles and steel bars and locked doors.

But those aren't the only ways to cage a human being. We are all of us trapped in our own bodies, prisoners of our perceptions, doing time behind a pair of eyes we didn't choose.

ONAL SOCIALISM
IS FOR THE
HITE MAN

ERICAN NAZI
PARTY

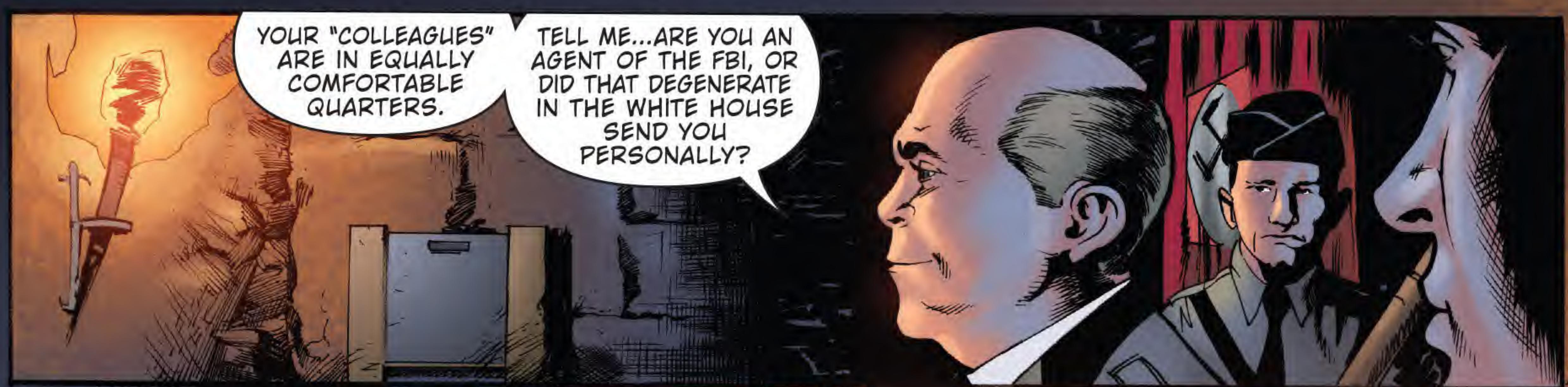
The Shadow has just returned from a little tour inside other men's skulls, only to find himself in a reality less pleasant than any nightmare.

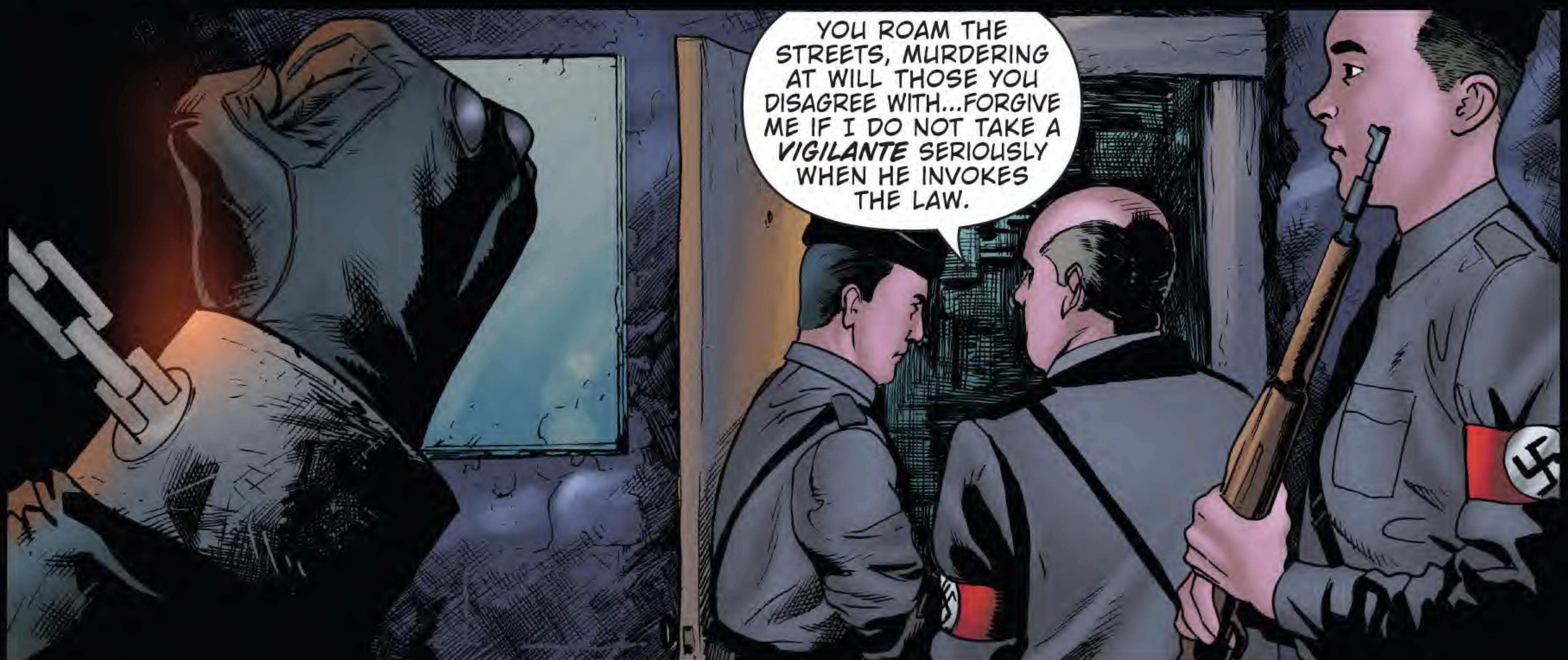
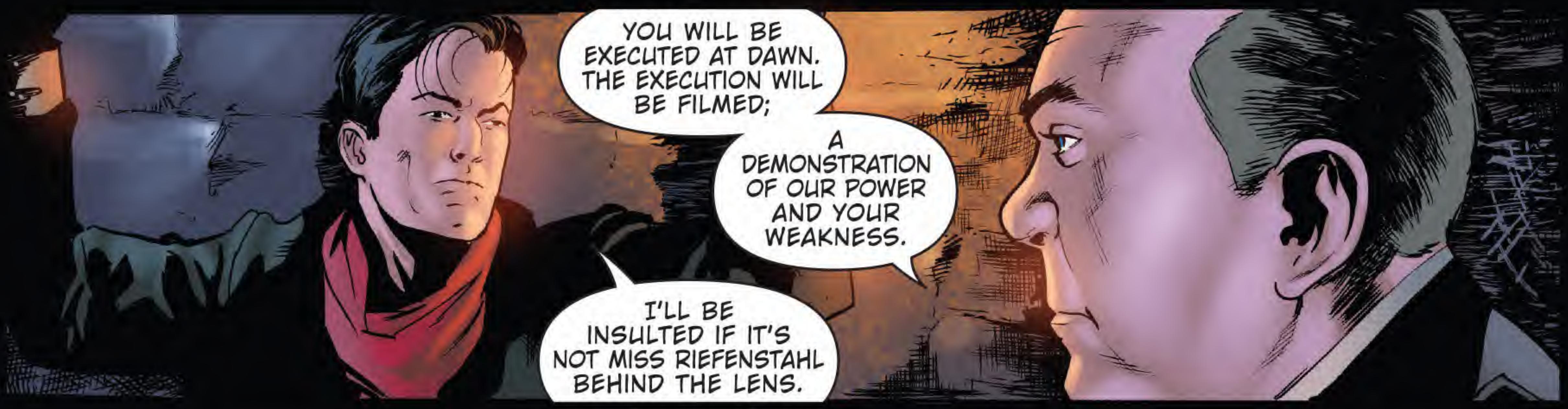
Back in his own body, back behind his own eyes, but not quite free from...

...The
Twilight
Zone.

KCHUNK

The
TWILIGHT
ZONE
THE Shadow
CHAPTER FOUR:
SHADOWBOXING





ROTTENFUHRER
DALLENBACH: KEEP
AN EYE ON THIS
FILTH UNTIL WE
RETURN.

YES, HERR
KREISLEITER.
HEIL HITLER.

ROTTENFUHRER.
SECTION LEADER.
LET ME SEE,
THAT'S...

...CORPORAL?
YOU SEEM
YOUNG FOR
THAT.

THUNK

HOW
DID YOU END
UP WITH THESE
MANIACS? ARE
YOUR PARENTS
NAZIS?

I CAN
UNDERSTAND
THAT A GOOD BOY
WANTS TO PLEASE
HIS MOTHER AND
FATHER. WAS
THAT IT?

OR
ARE THERE NO
PARENTS? BOTH
OF THEM GONE?
THAT WOULD
EXPLAIN IT.





NOW THAT I HAVE
YOUR ATTENTION,
WE CAN BEGIN.

MY
ATTENTION...



WHAT'S YOUR
FIRST NAME,
ROTTENFUHRER
DALLENBACH?

PETER...



NOW,
PETER...YOU'RE
GOING TO DO
EXACTLY AS I
COMMAND.

EXACTLY...
AS YOU
COMMAND...



WHERE
IS THE
POISON GAS
KEPT?



BLOCKHOUSE
ARMORY. JUST
SOUTHWEST OF
THIS BUILDING.
SWASTIKA OVER
THE DOOR.



ARMORY?
EXCELLENT.
SO THERE ARE
EXPLOSIVES IN
THE BUILDING,
TOO?

YES.
AMMUNITION,
EXPLOSIVES, GAS,
SMALL ARMS,
HOWITZER.

CONVENIENT.
WITH ANY LUCK,
I CAN DESTROY
THE GAS WITHOUT
KILLING EVERYONE
ON LONG ISLAND.



YOU'RE GOING TO UNLOCK THESE SHACKLES. AND THEN YOU'RE GOING TO TAKE ME TO MY FRIENDS.







WHAT'S ON THE
OTHER SIDE OF
THAT DOOR?



THANK HEAVENS!
SHREVY WAS
ALMOST OUT OF
WAR STORIES.

WHAT'S
THE STORY WITH
LITTLE ADOLF,
HERE? YOU WORKING
YOUR VOODOO
ON HIM?

SOMETHING
LIKE THAT.

THEY'VE GOT
A STOREHOUSE OUT
BACK WITH WEAPONS
AND POISON GAS. I'M
AFRAID I'M GOING TO
HAVE TO DESTROY
IT BEFORE WE CAN
LEAVE.

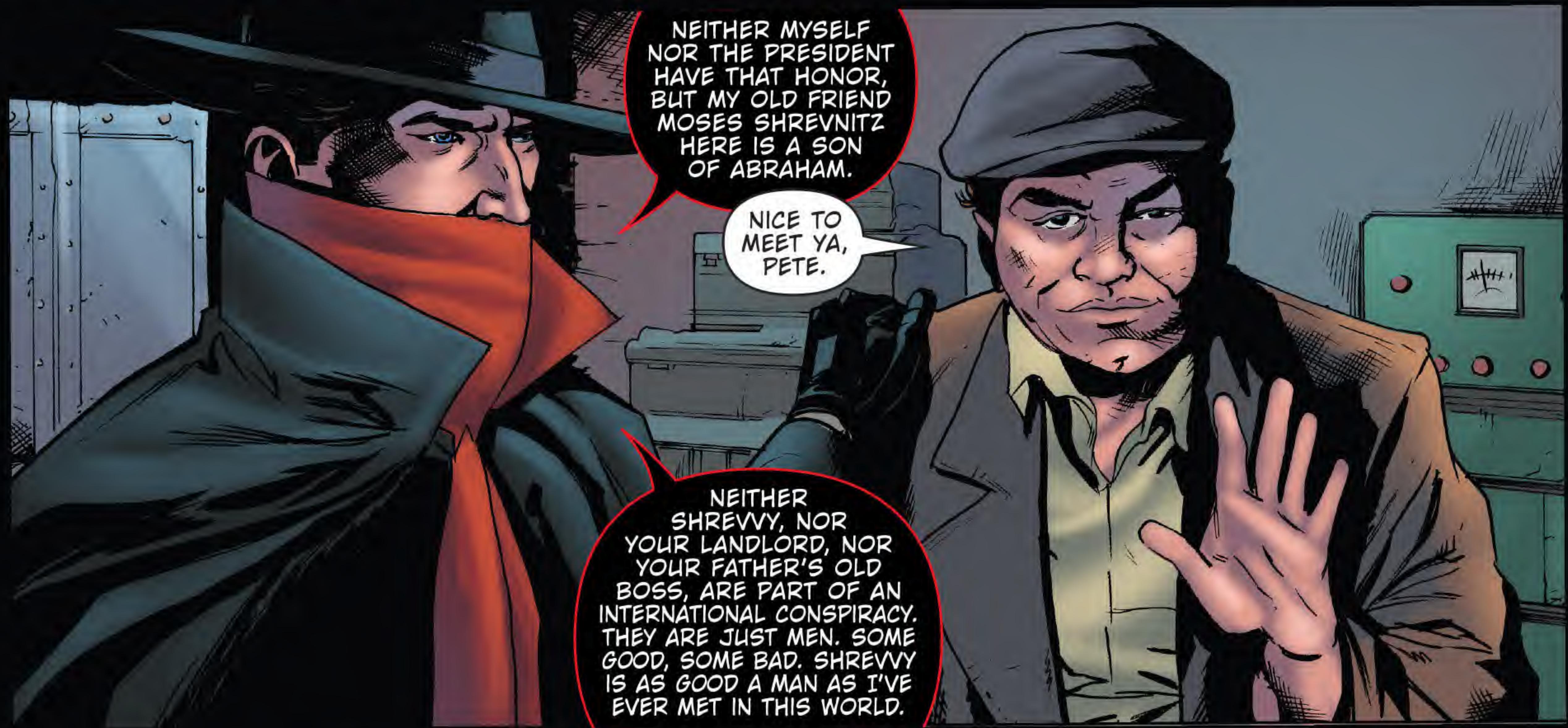
WHAT
ARE YOU
GOING TO DO
WITH THE
BOY?

WE
COULD
GAG HIM AND
LOCK HIM IN
HERE.

THAT
WOULD BE
WISEST...

...AND
YET...





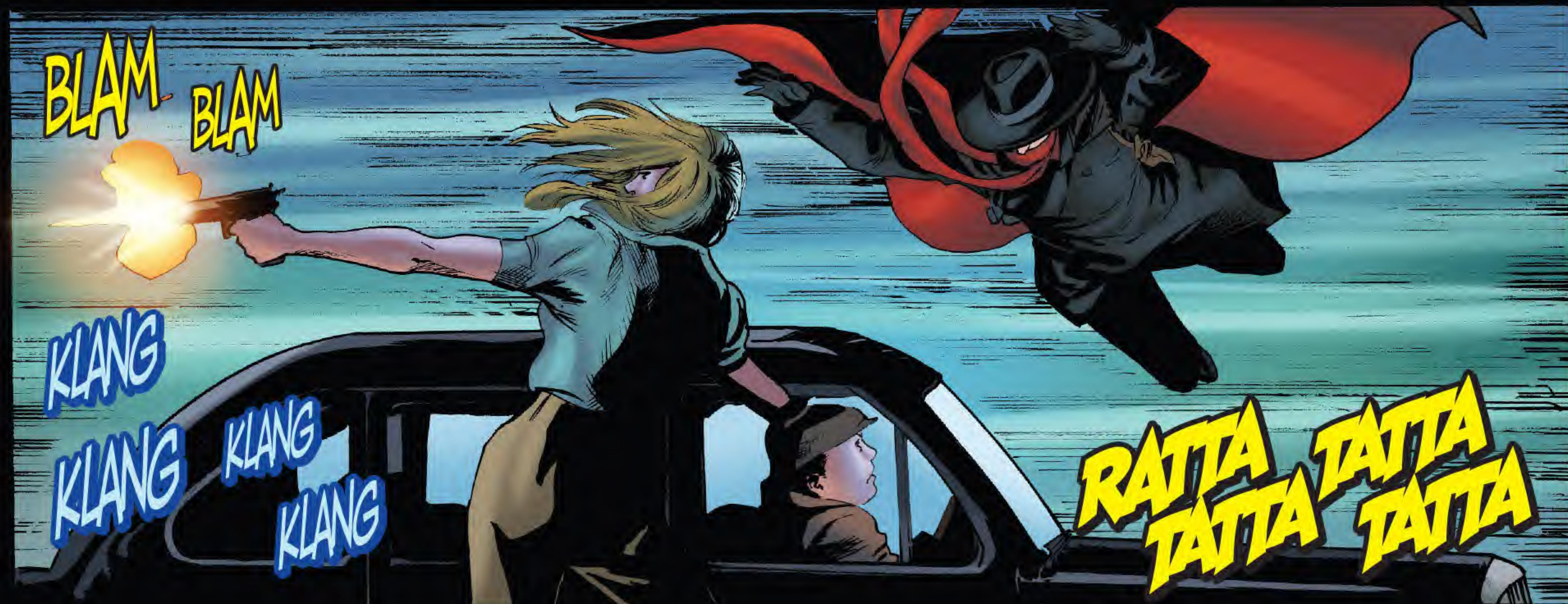


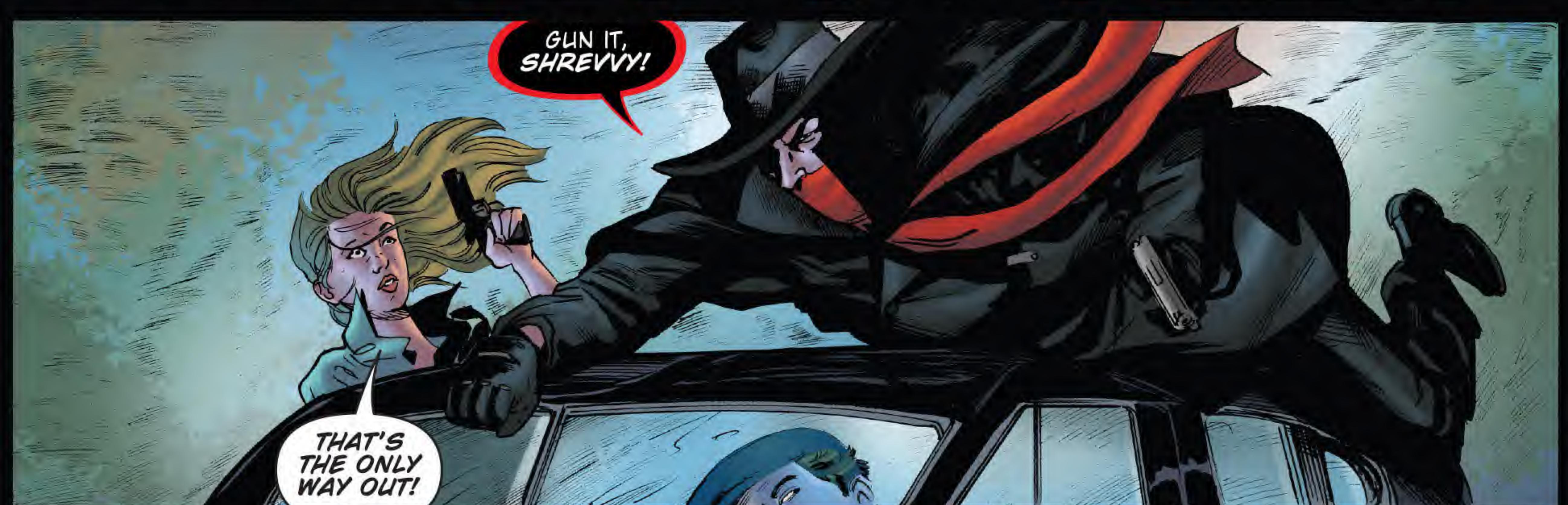
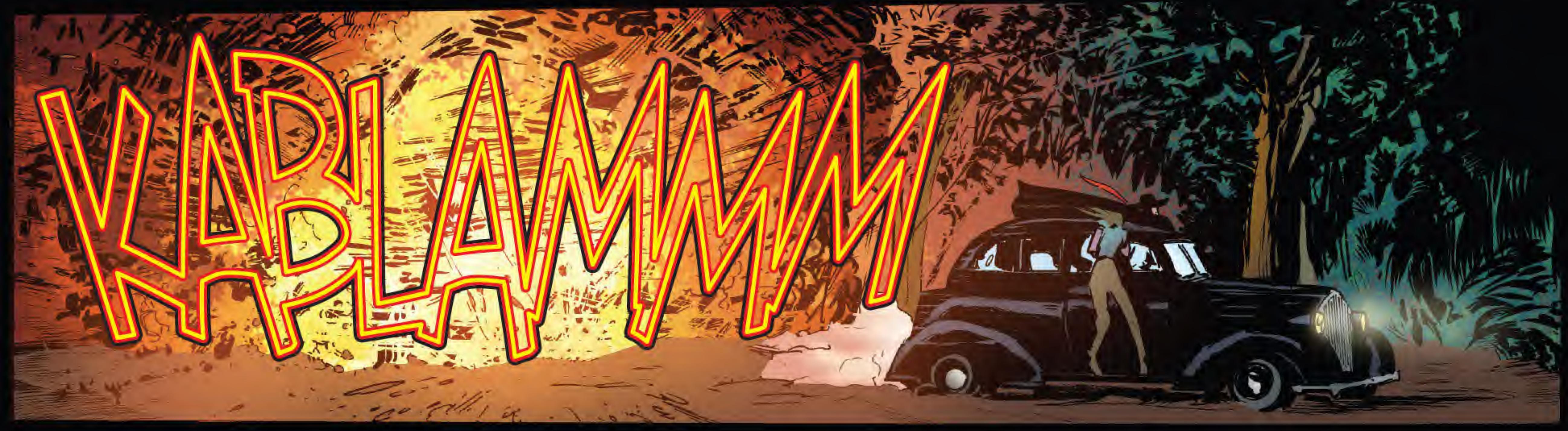
YOU CAN DO IT, PETER. YOU DON'T NEED HATE TO BE STRONG.

GOOD LUCK.

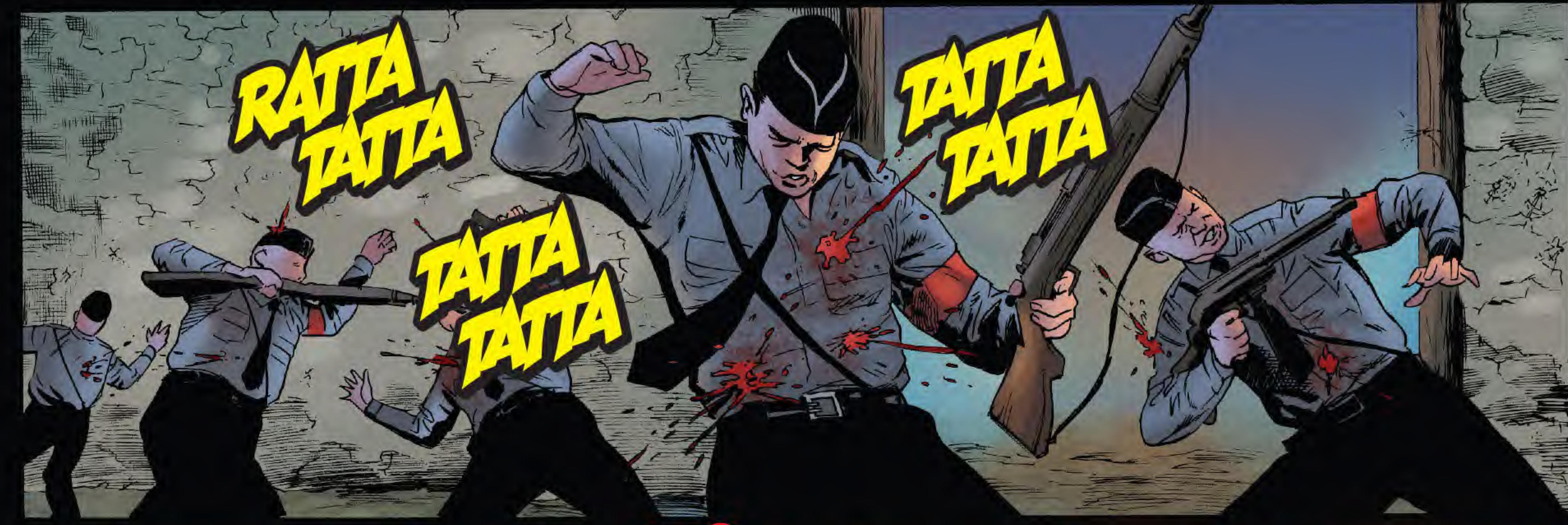


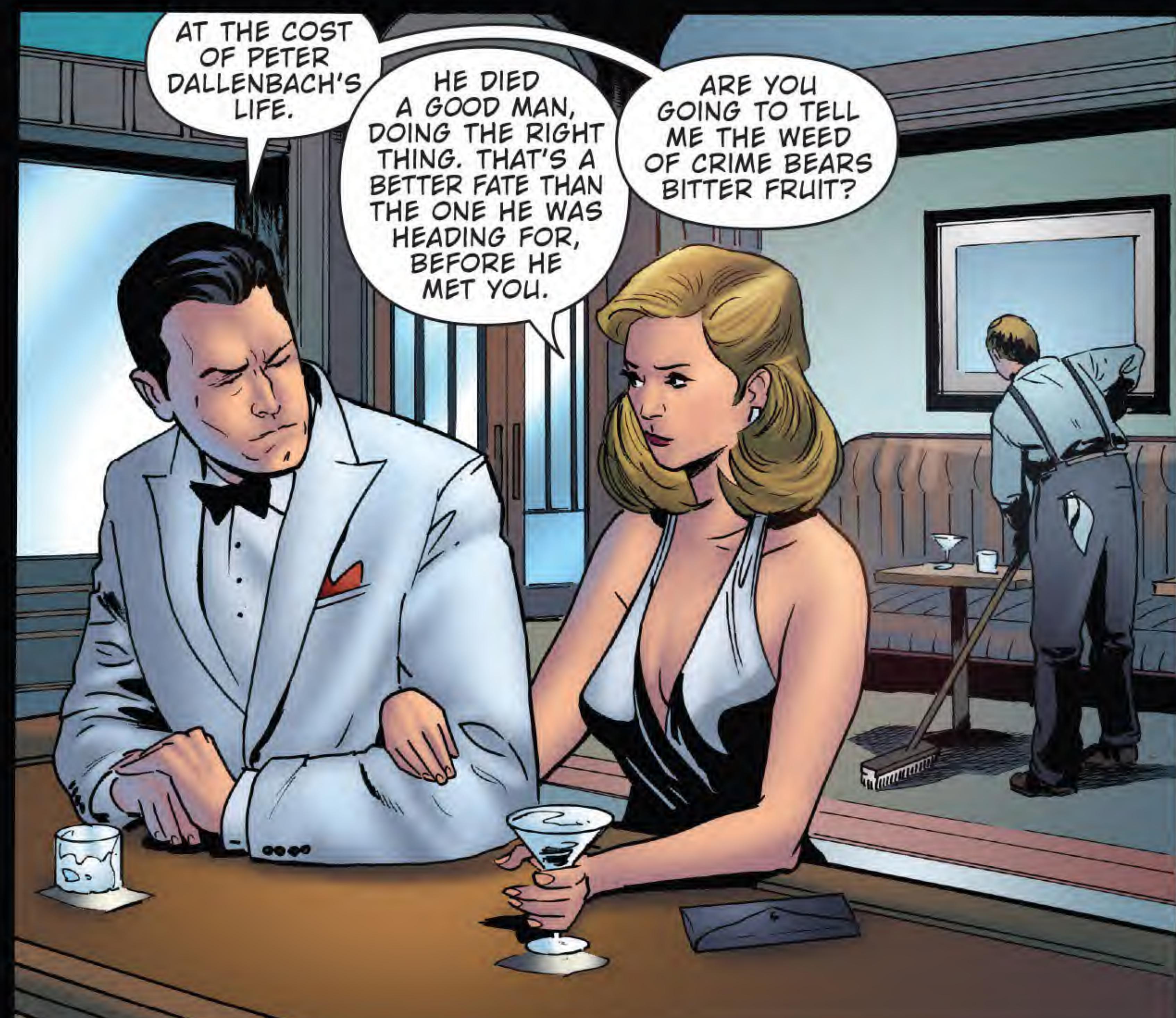
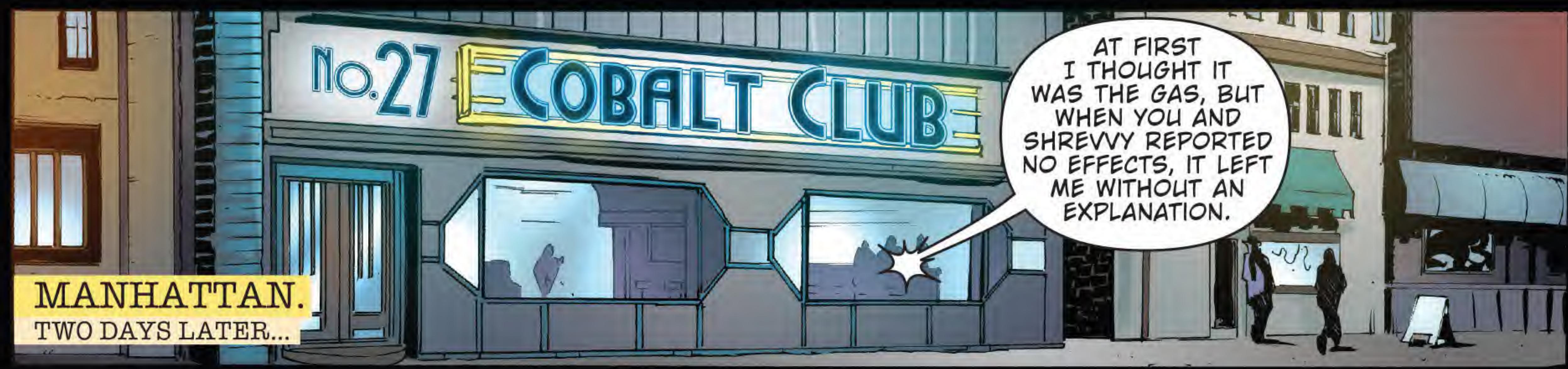












IT WAS ALL JUST SILLY DREAMS, YOU KNOW.

YOU'RE BACK IN THE REAL WORLD NOW, AND THE REAL WORLD NEEDS YOU.

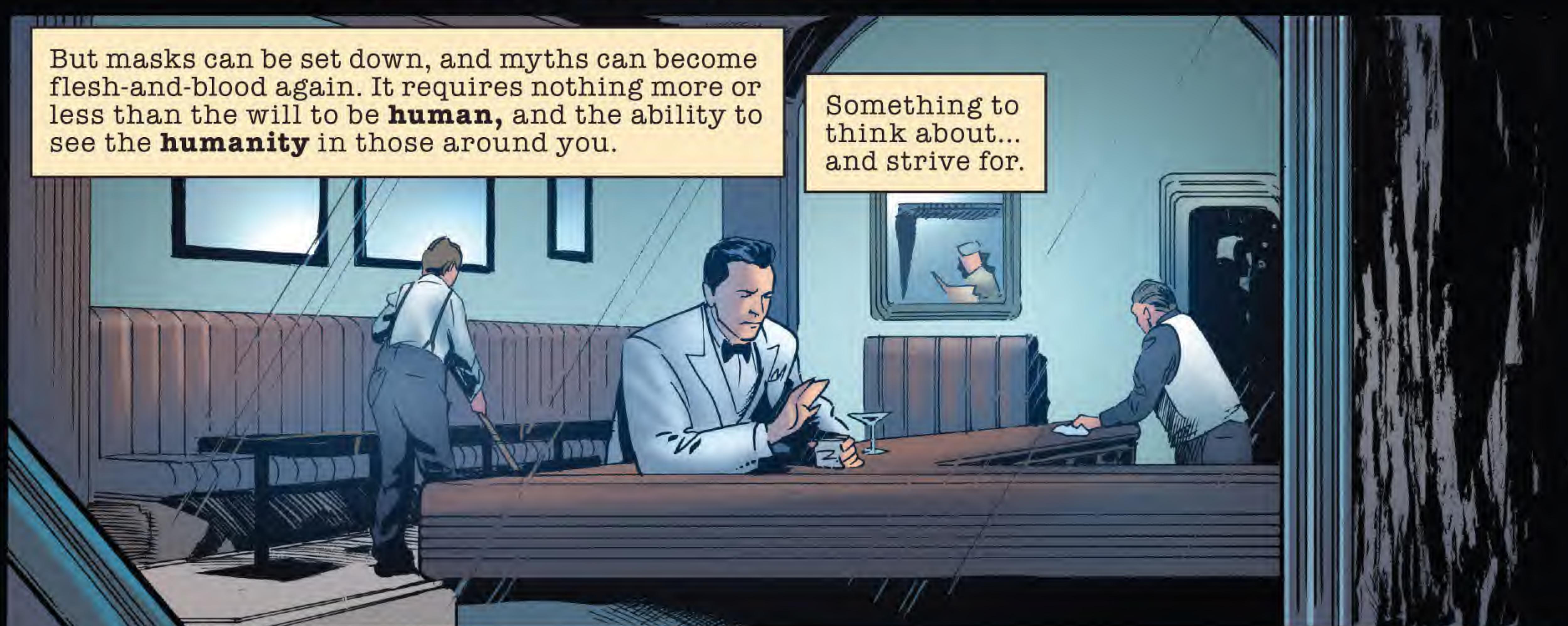
True justice is an impossible quest. A harsh mistress. These are sad **facts**. And no man knows these sad facts better than **Kent Allard**.



When a man chooses to wear a **mask**, he covers more than his **face**. When a man chooses to become a **myth**, he runs the risk of losing the **man inside**.

But masks can be set down, and myths can become flesh-and-blood again. It requires nothing more or less than the will to be **human**, and the ability to see the **humanity** in those around you.

Something to think about... and strive for.



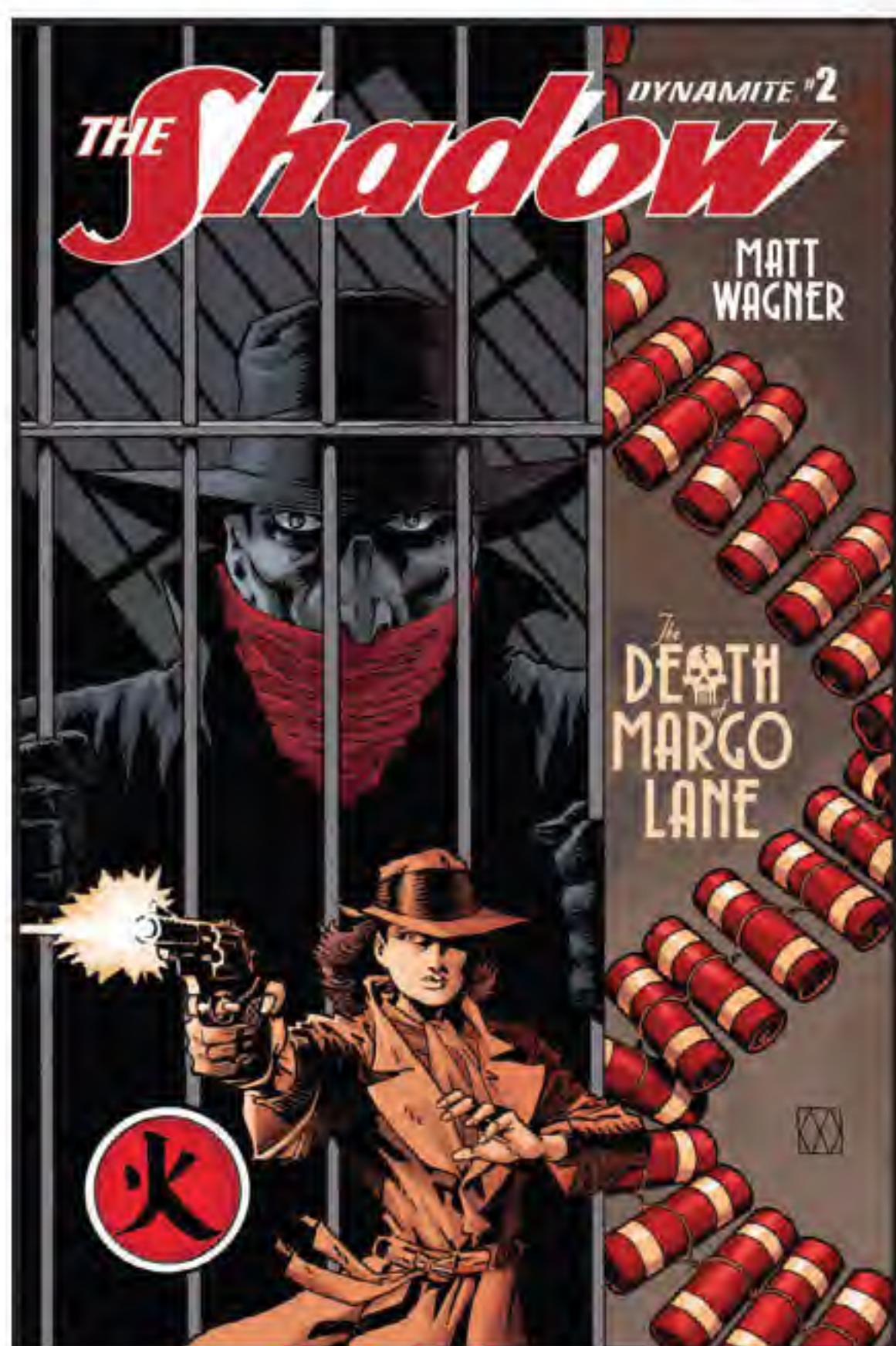
Just a few parting thoughts, drifting now through the mind of Kent Allard...

...a little **keepsake** of his trip through...

...The
Twilight
ZONE

DYNAMITE DISPATCH

® JULY 2016



IN STORES NOW:

THE SHADOW: THE DEATH OF MARGO LANE #2

While hot on the trail of the deadly and elusive Red Empress, The Shadow attempts to rescue a missing heiress he is convinced was kidnapped by the Tong crime leader. Falling into the Chinese gang's elaborate trap, The Master of Darkness must find a way to escape certain death. All the while, Margo Lane and Moe Shrevnitz stand watch for any sign of trouble. Will Margo be able to assist her friend and companion? Or will the Tong death scenario claim her life as well?

DYNAMITE ENTERTAINMENT ANNOUNCES THE RELEASE OF THE ART OF ATARI®!

THE HISTORY OF ONE OF POP CULTURE'S MOST ICONIC BRANDS, REVISITED IN AN ESSENTIAL HARDCOVER COMPENDIUM FOR GAMERS OF ALL AGES!

Dynamite Entertainment is proud to announce Art of Atari, the first official retrospective of the gaming industry innovator's illustrative accomplishments, spanning over four decades and cultivated from museums and private collections worldwide. Whether you're a fan, a collector, or new to the world of Atari, this 352-page hardcover offers the most complete collection of Atari artwork ever produced!

Since its formation in 1972, Atari pioneered video game technology and built today's multi-billion dollar industry, developing arcade games, home video systems, and personal computers to entertain millions of children and adults with fan-favorite games like Asteroids, Centipede, Missile Command, and Yar's Revenge. To usher in the new era of electronic entertainment, the company hired an array of talented illustrators to emblazon game cartridges, boxes, magazine advertisements, and more with mind-blowing visions of fantasy and sports thrills, science fiction and adventure, that elevated pixelated gaming to the realm of high art.

In addition to the meticulously-researched history written by Tim Lapetino, Art of Atari features an exclusive foreword by New York Times bestseller Ernest Cline, author of Ready Player One, soon to be a motion picture directed by Steven Spielberg.

"For me, revisiting the beautiful artwork presented in this book is almost as good as taking a trip in Doc Brown's time machine back to that halcyon era at the dawn of the digital age. But be warned, viewing these images may leave you with an overwhelming desire to revisit the ancient pixelated battlefields they each depict as well," says Cline.

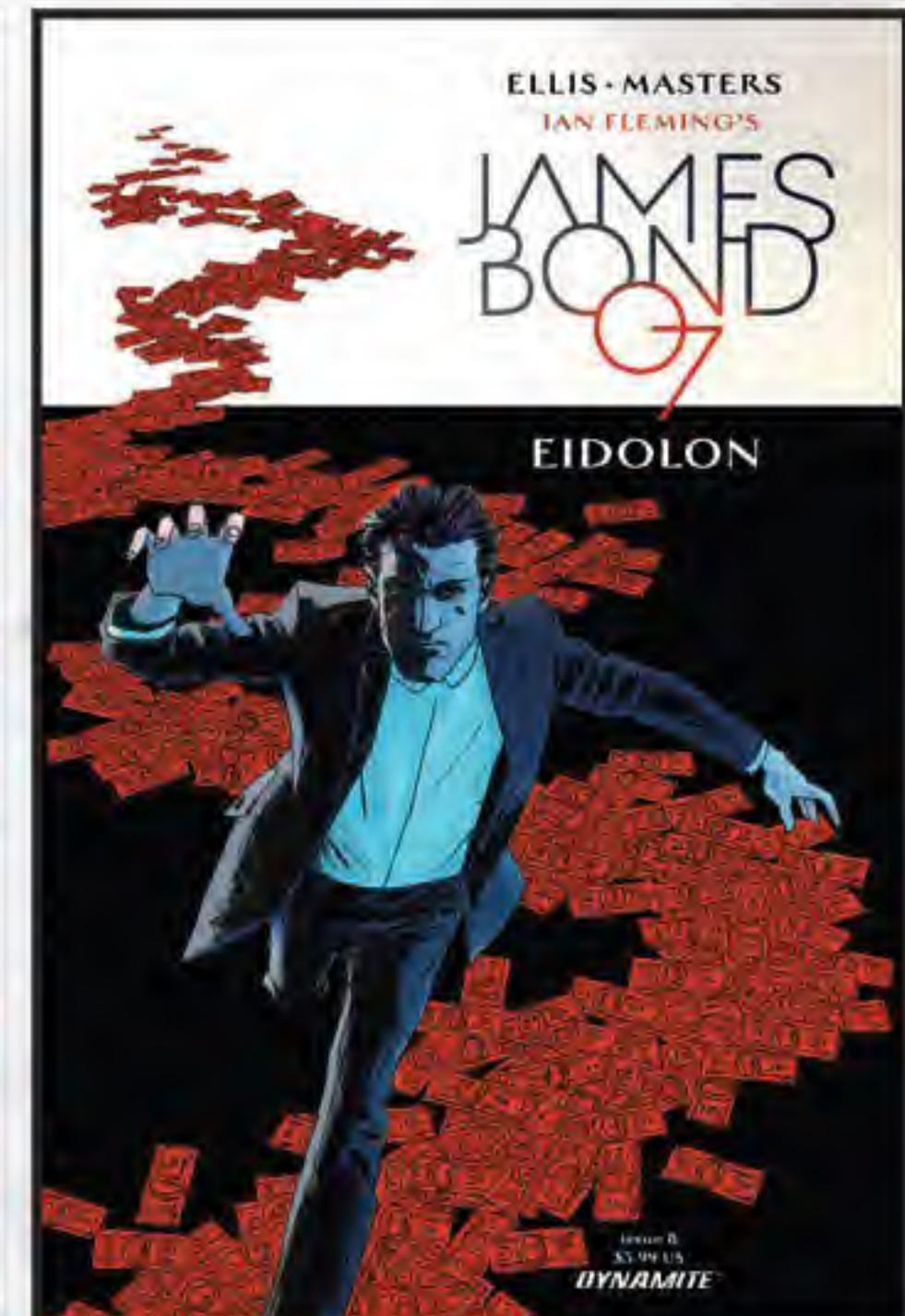
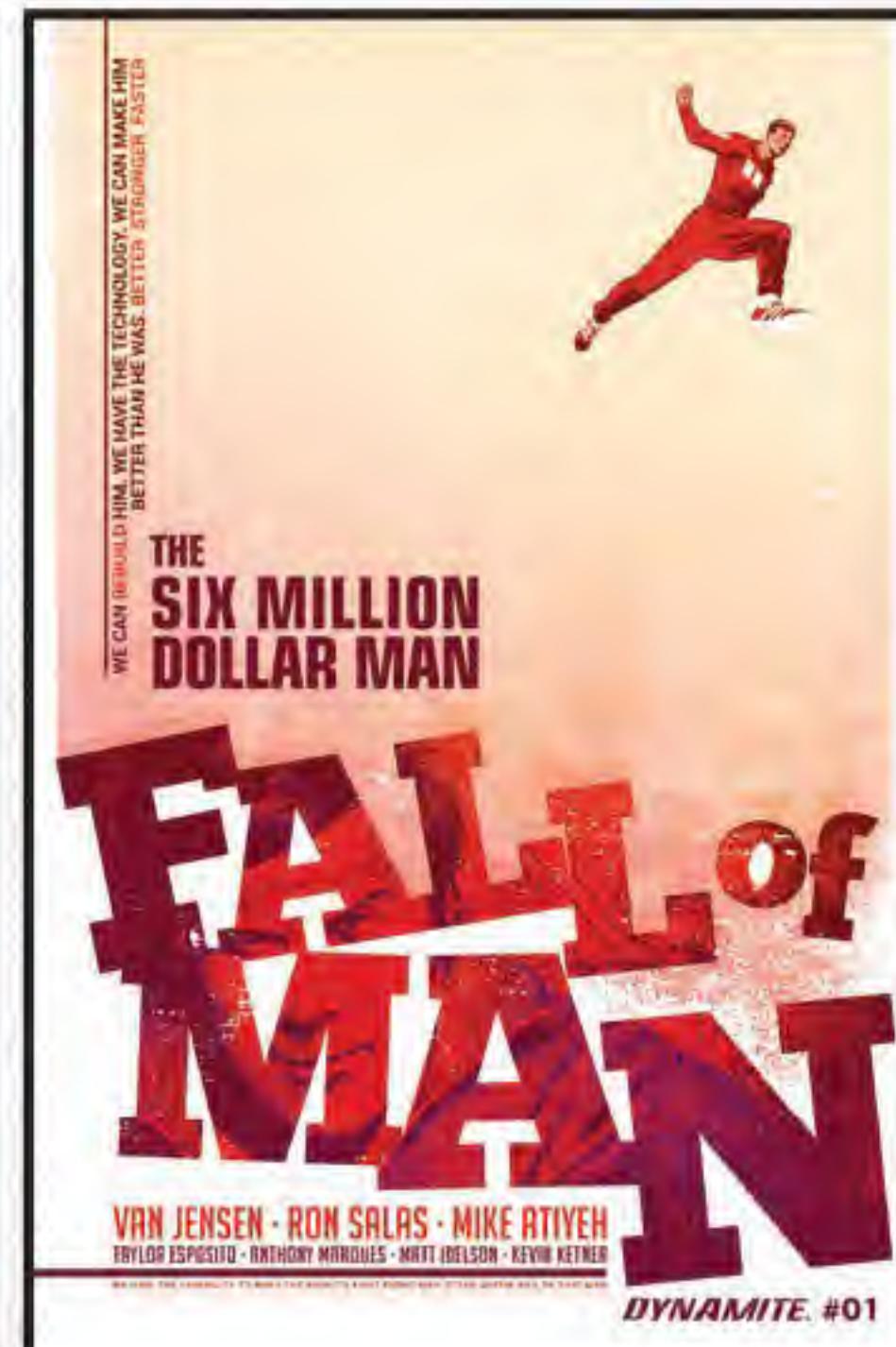
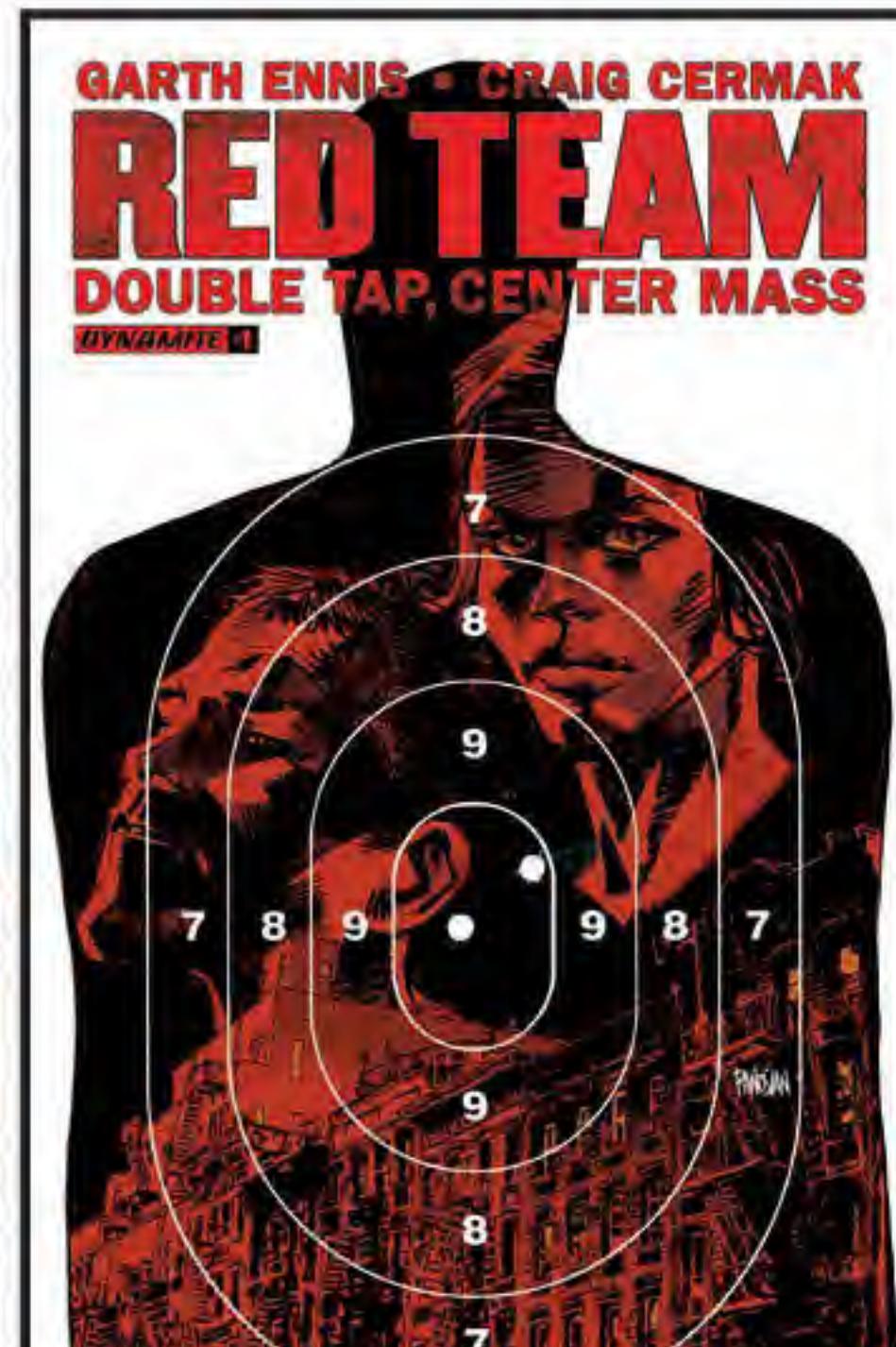
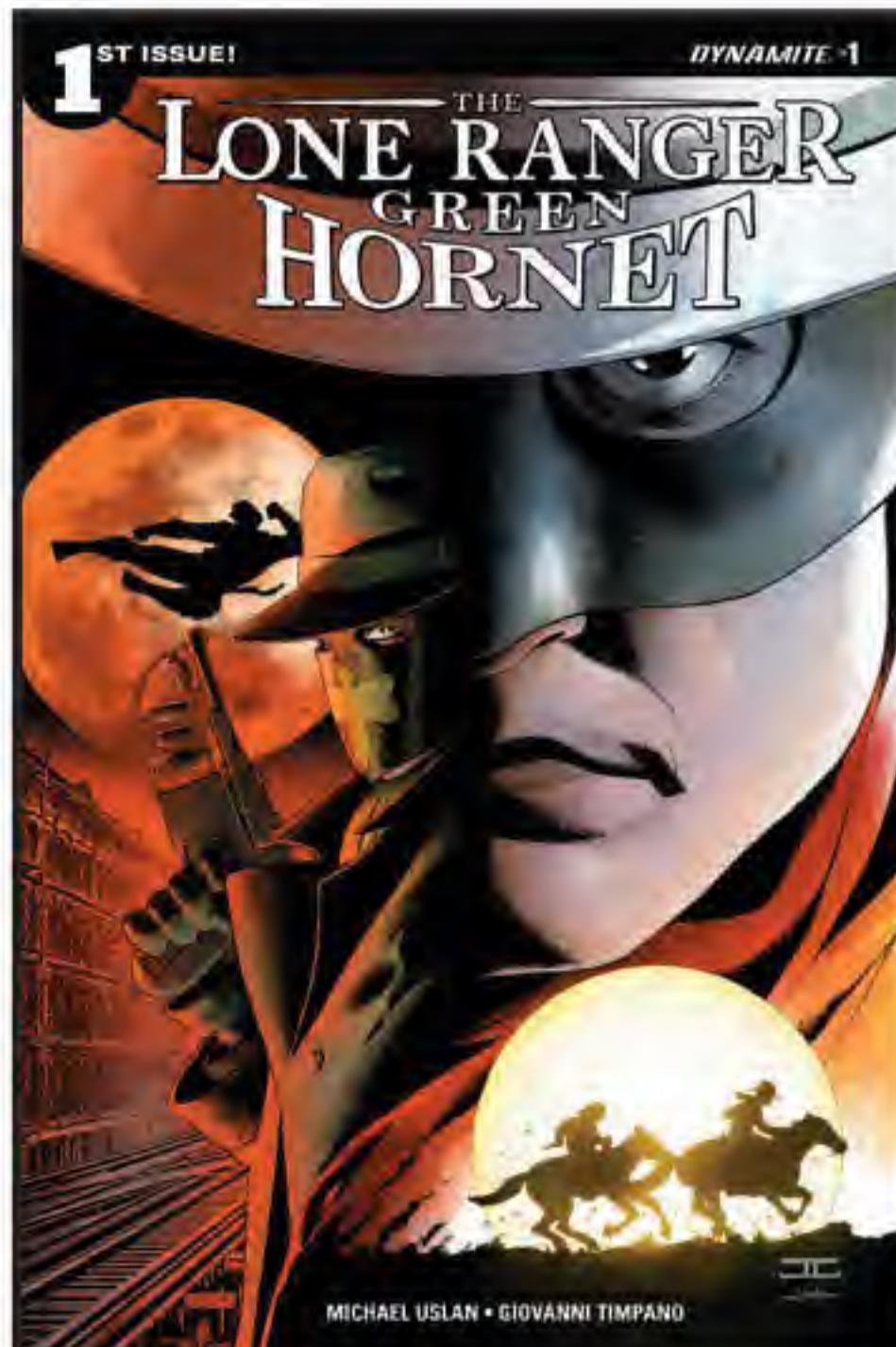
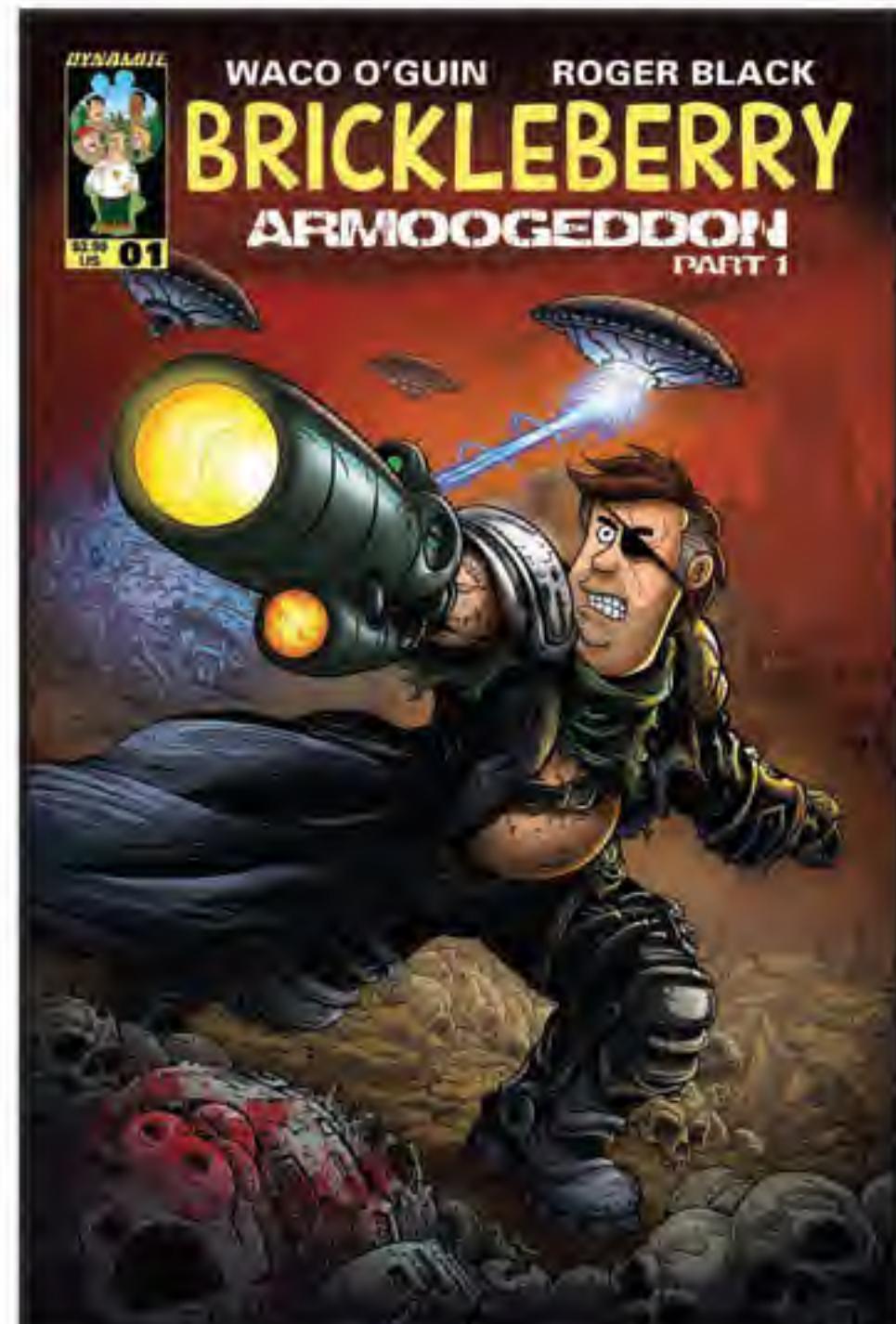
Author Tim Lapetino says, "The artwork of Atari inspired a generation and created a bridge from the simple on-screen graphics of those early games, to the imaginations of eager gamers. Atari's creative efforts became the template that an eventual multi-billion dollar industry would follow."

"This book collaboration with a recognized giant in the publishing industry is important because it showcases the quality and appeal of our brand and our intellectual property rights worldwide," says Todd Shallbetter, COO of Atari. "We are excited for this book of our rich, iconic history to be added to the collection of our many devoted fans, both new and existing."

"In the last few years, we have seen video game art books top the New York Times and Amazon bestseller lists," says Dynamite CEO/Publisher, Nick Barrucci. "We have been granted the chance to publish the most essential book yet, highlighting the video game publisher that started it all: Atari! Like everyone, I have fond memories of not only the games themselves, but the incredible art on the cartridges. This is truly a historic moment for Dynamite, as we get to share the history behind one of the most iconic brands in the world!"

For updates, preview art, and details on upcoming editions, visit www.artofatari.com, and look for Art of Atari when it arrives at fine retailers everywhere in October!

HIGHLIGHTED ITEMS | JULY



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